

WARNING READ BEFORE USING YOUR PlayStation® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

NFL Xtreme Tips and Hints

PlayStation® Hint Line

Hints for all games produced by 989 Studios are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95-\$16.95 for tips by mail & \$5.00-\$20.00 for card recharge

Within Canada: **1-900-451-5757**

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by 989 Studios. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation On-Line

<http://www.playstation.com>

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation® game console.

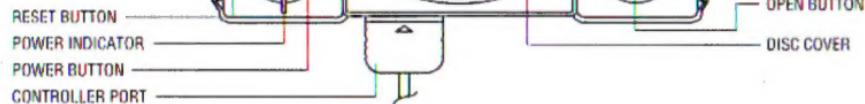
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PlayStation Setup

Console

Top View

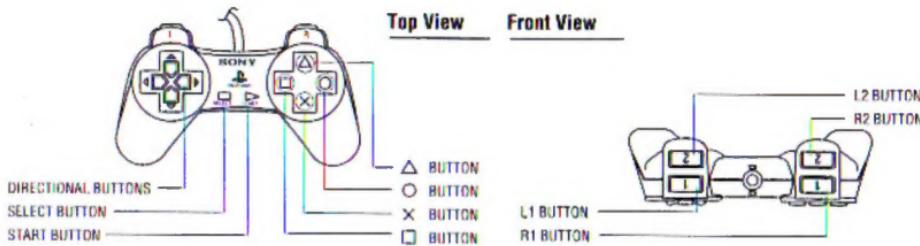


Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NFL Xtreme disc and close the CD door. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Controller Diagram



Memory Card/Saving Data

To save your progress, you must insert your Memory Card before you start a Season, Playoff, change a Roster, or Create a Player. NFL Xtreme saves user-defined options and all data for a Season, Playoff, Roster Change, or Created Player. Five blocks of memory must be available on your Memory Card in order to save any NFL Xtreme data. Only one file can be saved at a time. If you don't have a Memory Card, all NFL Xtreme data will be lost after turning off your PlayStation®.

989 Studios

You know us, you know our games and, now, you know our name.

989 Studios is a wholly-owned division of Sony Computer Entertainment America Inc. and has produced numerous action/adventure videogame franchise hits such as Twisted Metal, Jet Moto, Cool Boarders, 2 Xtreme and Rally Cross.

989 Studios has also produced some of the best sports games on the PlayStation® game console. NFL GameDay '98, MLB '99, NBA ShootOut '98, NHL FaceOff '98 and NCAA GameBreaker '98 were all developed by a division of Sony Computer Entertainment America Inc. now known as 989 Sports.

NFL Xtreme is our most recent creation. We hope you have as much fun playing NFL Xtreme as we did making the game. And, if you think NFL Xtreme is good, wait until you get your hands on the sequel to last year's best selling sports videogame on any gaming system - NFL GameDay '99. Enjoy!

The Sports Fanatics at 989 Sports

Game Controls

OFFENSE

Dive with ball/QB slide	
High Step/Shoulder Charge	
Special Moves - Spin or Juke	
Jump Catch/Hurdle	
Stiff-Arm Left/Right	L1 or R1
Turbo	Hold L2 or R2
Call Audible	L2 or R2 +  ,  <h2>ADVANCED OFFENSE</h2>

Power Shoulder Charge	 + L2
Spin/Double Spin	 + L2
Jump Flip over defender	 + L2
Show icons of receivers before snap	L1 or R1 before snap

DEFENSE

Dive/Wrap Tackle	□
Switch to closest man to the ball/Switch defender	○
Jump Interception/Deflection	△
Turbo	Hold L2 or R2
Swim Move	L1 or R1
Icon Switching - Switch to a different defender	L1 or R1 + icon
Call Audible	L2 or R2 + □, ○, or ○ before snap

ADVANCED DEFENSE

Flying/Standing Clothesline Tackle	□ + L2
------------------------------------	--------

LATE-HIT

Both offensive and defensive players can perform Late-Hits. After a player is tackled, if the cursor of the player you are controlling is blinking, take another shot at your opponent and drill him into the turf by moving toward your opponent and tapping □, or □ + L2.

HINT: To stop from being Late-Hit by an opponent, tap the SELECT button before you are hit.

Setting Up The Game

SELECT GAME

Use this menu option to choose a game format.

EXHIBITION

Use Exhibition games to go all out and have fun without worrying about the pressures of a season or the playoffs. Exhibition games are not recorded in the season standings and cannot be saved to a Memory Card.

NOTE: Before starting a game, go to the Rosters and Options menus to make changes to your setup and game attributes.

To pick a team for your NFL Xtreme game:

- From Away Team, D-Pad Left/Right to choose an Away Team.
- D-Pad Down to Home Team, then Left/Right to choose a Home Team.
- If you have altered a team's roster, D-Pad Left/Right to choose the Current or Original roster to play with.
- Press ○ to go to Choose Teams.

NOTE: Switching to Original Rosters will erase any changes to a Current Roster.

CHOOSE TEAMS

Use this screen to select a team and choose a Login name.

- D-Pad Left/Right to choose a team for play. To play against the computer, leave one controller in its original state between the team logos.
- Press □ to create a Login name to keep track of records set during play.
- D-Pad Left/Right to select a letter or number.
- Press ○ to lock your selection and choose another letter or number.

Continue this process to create your 3-digit Login name.

- Press \textcircled{O} to delete a digit and choose another or press \textcircled{O} to end and lock in your name.
- Press \textcircled{X} to start the game.

SEASON

Select New Season to see what it's like to play in a complete 16-game NFL season. At the end of a season, if you've survived the beating of the NFL schedule, you can compete in the playoffs and have a chance to play in the Super Bowl.

NEW SEASON

Selecting New Season will bring up the Schedule screen.

SCHEDULE

From this screen, choose a team to play with during the season. Games can be simulated to move you past a game(s) in the schedule or to get you closer to the playoffs. If a game is simulated further down in the schedule, all unplayed games prior to it will also be simulated.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down the schedule of games to highlight a game to play and press \textcircled{X} . Playing a game further down in the schedule will simulate all games prior to it.
- To simulate a game, D-Pad Up/Down to a game on the schedule and press \textcircled{O} . This will simulate that game and all games prior to it.
- To simulate all games on the schedule and find out if your team made the playoffs, D-Pad to the last game on the schedule and press \textcircled{O} .

CHOOSE TEAMS

See *Choose Teams* under *Exhibition* for details on how to choose a team.

CONTINUE SEASON

Continue allows you to continue a season already started or loaded from a Memory Card. See *Schedule* and *Choose Teams* under *New Season* for details on how to setup a season game.

TEAM STATS

Take a look at how your team compares to the rest of the NFL in all of the standout categories.

- D-Pad Left/Right to cycle through the stats of each team.

PLAYER STATS

Check out the individual statistics of the players from both Conferences in the following categories: Passing, Rushing, Receiving, Sacks, Tackles, Interceptions, Kickoff Returns, Punt Returns, Punting, and Kicking.

- From a selected category, D-Pad Left/Right to cycle through each team and its player's stats.
- Press L1/R1 to cycle through the different categories.

LEAGUE LEADERS

To see if you are among the NFL's best, try and find players from your team among the statistical categories of the league leaders.

- From a selected category, D-Pad Left/Right to highlight a stat column. If a player from your team is among the top 10, he will be highlighted.
- Press L1/R1 to cycle through the different categories.

STANDINGS

View the standings from the NFL and try to keep pace with the leaders of your division.

- D-Pad Left/Right to view the records of each category. (i.e., Records against NFC teams, Division teams, etc.)
- Press \otimes to view the standings of the other Conference.
- Press \square to view the standings of other Divisions.

PLAYOFFS

Select New Playoffs to begin the real season of the NFL. 12 teams make it to the playoffs but only one can be Super Bowl Champs.

NEW PLAYOFFS

Selecting New Playoffs will bring up the Playoff Tree.

PLAYOFF TREE

Use the Playoff Tree to navigate through the playoff brackets. Set up the playoff tree to your liking, arranging the brackets to include your favorite matchups.

- D-Pad Up/Down to select a team within a bracket, including those that have a BYE.
- D-Pad Left/Right to change the team to one not already in the first round of the playoffs.
- Highlight a team and press \otimes to bring up the Choose Team screen and start a playoff game. See *Choose Teams* under *Exhibition* for details on how to choose teams.

CONTINUE PLAYOFFS

Continue a playoff already started or loaded from a Memory Card. See *Playoff Tree* under *New Playoffs* for details on how to setup a playoff game.

TEAM STATS, PLAYER STATS, LEAGUE LEADERS

See the information for these statistics under *Season* for more details.

ROSTERS

View the players and statistics of each team's roster. Also, alter the existing rosters with trades, signing of free agents and player releases. You can even build a team from scratch or hold a draft.

DEPTH CHART

Alter the starting line-ups of any team by bringing a sub off of the bench.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to highlight a player to take out of the starting line-up and press \otimes .
- D-Pad Up/Down from the list of subs to highlight a player to replace the starter and press \otimes to execute the substitution or \square to cancel.

TRADE PLAYER

Build a dominant franchise by trading for the missing pieces to make up a championship team. Trade players to and from any team. Players can only be traded on a one-for-one basis.

- D-Pad Left/Right to choose a team for the trade.
- D-Pad Up/Down the roster to highlight a player and press \otimes to tag him for a trade.
- D-Pad Left/Right to choose another team for the trade.
- D-Pad Up/Down the roster to highlight a player and press \otimes to execute the trade or \square to cancel.

CREATE FREE AGENT

Create a player of any type. Get creative and mold an All-Pro talent that dominates the league or simply create yourself, using your name and physical attributes. Once a player is created, he will be placed into the Free Agent Pool.

- D-Pad Up/Down to First and Last to create a name for your player.
- Press \otimes to activate the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press \otimes to enter it.
- To delete a letter or number, press \ominus .
- Spell out a name and press \otimes to lock it in and deactivate the chart.

Continue to customize the physical makeup of your player:

- D-Pad Down to the remaining player attributes and D-Pad Left/Right to make a selection.
- Continue to D-Pad Down to alter player ability points. Notice that each player has a minimum of 40 ability points.
- D-Pad Left/Right to increase/decrease the ability points of each category. As each category is increased, the total points remaining for distribution decreases. There are only 240 additional ability points available per player, so choose the abilities you want to stand out in your player carefully.

RELEASE PLAYER

Release any of the players on a roster.

- D-Pad Left/Right to select a team.
- D-Pad Up/Down to highlight a player and press \otimes to release him. Players released from rosters are automatically added to the Free Agent Pool.

SIGN FREE AGENT

Free agents are signed from the Free Agent Pool only. To sign a free agent player, first release a player from a full roster. Team rosters hold 24 players.

- D-Pad Left/Right to choose a team to sign a free agent.
- D-Pad Up/Down to highlight a player and press \otimes to add the player to the team roster.

PLAYER CARDS

Player cards hold physical and performance statistics of each player.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to choose a player and view his stats.

BUILD TEAM

Build a team by swapping players with other teams at the 10 impact positions.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to choose a player to be replaced on your team and press \otimes to tag him and bring up all of the players at that position in the Player Pool.
- D-Pad Up/Down to choose a player from the Player Pool.
- Press \otimes to execute the switch with the tagged player from your roster or \ominus to cancel.

DRAFT

Players are drafted at 4 offensive positions and 4 defensive positions. The draft will run for 8 rounds. Press **O** before you start the draft to select a second draft team and hold a 2-player draft.

WARNING: Any players created prior to a draft will be erased once the draft is entered.

- D-Pad Up/Down, Left/Right to highlight a team for manually drafting. Press **O** to tag one or two teams that you would like to manually draft for. The CPU will draft for the remaining teams.
- Press **X** to start the draft.
- D-Pad Left/Right to choose a player position to draft from.
- D-Pad Up/Down to highlight a player and press **X** to select him.
- When each round expires, press **X** to begin the drafting process again. Continue this process until the draft is complete.

NOTE: To review your team after the draft, go to Depth Chart under the Rosters menu.

OPTIONS

Select this option to customize the attributes of your game.

- D-Pad Up/Down to select an attribute.
- D-Pad Left/Right to change the attribute.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. To prepare yourself for the challenge of playing at the Veteran or All-Pro levels, first master the Rookie level.

ANNOUNCER

Turn the play-by-play announcer ON/OFF.

WEATHER

Set the weather pattern for games played in open-air stadiums. The default setting of random will decide the day's forecast for you.

MUSIC

Keep Music ON to hear music while navigating through the game setup screens and during game play.

PLAYER SIZE

Set the size of your players on the field to be a Xtreme size of large or small.

GAME SPEED

Change the speed of the game and the players on the field.

INJURIES

Adjust the frequency of injuries that may occur during the game.

QTR. LENGTH

Choose the length of each quarter. There are four quarters per game plus overtime if necessary.

DUAL SHOCK

With the Dual Shock Controller™ Compatible option ON, you can feel the intense impact of an NFL Xtreme tackle.

RECORDS

Records are tabulated for all games. See *Choose Teams* under *Exhibition* for more information on how to create a *Login name* to keep track of records.

USER RECORDS

User Records are those tabulated from each game in which you used a *Login name*.

- D-Pad Left/Right to view all of the User Records.

GAME RECORDS

Game Records are statistical records tabulated from each game in which you used a *Login name*.

- D-Pad Up/Down to view the entire list of Game Records.

MEMORY CARD

This menu allows you to load, save, or delete files from your Memory Card. See *Memory Card/Saving Data* on page 3 for other pertinent information.

SAVE GAME

To save a finished game:

- Make sure you have a *Memory Card* in the correct slot. If you need to change to a different slot, press L1/R1.
- Name your game by using the D-Pad Left/Right to cycle through the alphanumeric chart and press \otimes to spell out a name.
- Press \square to delete a letter.
- Press \circ to save the game.

LOAD GAME

To continue a season or playoff, you must first load it from the *Memory Card*. From the Load Game screen:

- Choose the game from the *Memory Card* and press \otimes to load the game.

SAVE RECORDS

- Select *Save Records* from the *Memory Card* menu to save all records.

LOAD RECORDS

- Select *Load Records* from the *Memory Card* menu to load all records.

DELETE FILES

- D-Pad Up/Down to highlight a file and press \otimes to delete it.
- To change cards, press L1/R1.

MEMORY CARD

Memory Card allows you to toggle between the two *Memory Card* slots.

- Highlight *Memory Card* and D-Pad Left/Right to change card slots.

RESET ROSTERS

Use this option to reset changes made to all NFL Xtreme rosters.

- Highlight *Reset Rosters* and press \otimes .
- Press \otimes again to reset changes made to all rosters or \triangle to cancel.

Playing the Game

PAUSE MENU

Press the START button to pause the game and bring up the Pause menu. Use the Pause menu to view game statistics and to further customize the game.

- D-Pad to highlight an option and press \otimes .

CALL TIME-OUT

Each team receives three time-outs per half and one in overtime. The number of time-outs remaining will be shown here.

GAME STATISTICS

View the stats compiled by each team during the course of the game.

PLAYER STATISTICS

View the stats compiled by players during the course of the game in 10 impact categories.

- D-Pad Left/Right to cycle through all categories.

CAMERA OPTIONS

Choose from a variety of camera angles to view your game.

- D-Pad Up/Down to highlight a preferred view.

SUBSTITUTIONS

Use this option to substitute for a player on the field.

- Press \square to select Offense or Defense.
- D-Pad Up/Down to highlight a player in the game and press \otimes to tag him for a substitution.
- D-Pad Up/Down to highlight a player on the bench and press \otimes to complete the substitution.

INSTANT REPLAY

Instant replay gives you a second chance to view the latest play. Use the following controls to view the play from different angles.

Rewind	\square
Forward	\circ
Raise Camera	\triangle
Lower Camera	\otimes
Zoom In/Out	L2/R2
Rotate Left/Right	L1/R1
Move Camera. Place the cursor on a player or the ball to have the replay focus on that part of the play.	D-Pad
Exit	START
Reset	SELECT

CHOOSE AUDIBLES

Set audibles for 3 offensive and 3 defensive plays.

- Press \square , \times , or \circ to pick a play to change.
- Press \square , \times , or \circ to pick a formation.
- Press \square , \times , or \circ to pick a new play.
- Press \triangle to exit and back up.

CONTROLLER SELECT

Use this option to set your controller to play with a team different from that of the original setup of teams.

- D-Pad Left/Right to choose a team.

INJURY REPORT

View the list of players injured during the game. See how long they'll be out and what types of injuries occurred.

- Press \square to view the injuries of the opposing team.

GAME SETTINGS

See *Options* for game settings not described in this section.

PLAYER NAME

Keep Player Name ON to view the names of the players on the field.

HANDS

Set Hands to Low/Medium/High to determine the level of catching ability.

INTERCEPTIONS

Set Interceptions to Low/Medium/High to determine the frequency of interceptions during a game.

EXIT GAME

Allows you to quit the current game and return to the Main Menu.

KICKING GAME

Skill at the kicking game gives you the opportunity to put your team in good field position and keep the opposing team deep in their own territory. Hitting a last second field goal to win the game will also require kicking expertise.

- Press \times to start the power meter.
- Press \times again to kick the ball. The higher the strength bar the stronger the kick.

To guide a kick:

- After starting the power meter, D-Pad Left/Right to angle your kick into the corners and press \times .

OFFENSE

You can watch the computer take complete control of the play, or you can control the key players on the field. You can also call an audible to confuse the defense and catch them off guard. See the *Game Controls* for a complete list of offensive moves.

PASSING

For advanced users, before the snap, press R1/L1 to draw back the camera and view the button symbols associated with each receiver.

After the snap, press \times to show the button symbols, then press the button of the receiver you would like to throw to.

SETTING UP A PLAY

Once a team has received the ball on offense, the Play Selection screen will come up. First, choose a formation for the play.

- D-Pad Left/Right to cycle through the available formations and press the associated icon button to select it and bring up the play selections.
- To return to the formation selection, D-Pad Up from the play selection.

Once the formation is set, select a play.

- D-Pad Left/Right to cycle through the available plays and press the associated icon button to select it.
- To flip the play and run a mirror image of that play, press \textcircled{A} . To return to the original play, press \textcircled{A} again.

DEFENSE

As with offense, you can watch the computer take complete control of the play or you can control the key players on the field. The defense can also use an audible to match your team up with the offensive play calling.

On defense, you control the man in the circle. To switch to the player closest to the ball carrier, press \textcircled{O} . See the *Game Controls* for a complete list of defensive moves.

PLAYER SWITCHING

Before the snap, press L1/R1 to bring up your defensive player icons. Press any of the corresponding buttons to switch your player cursor to a different defensive player. Remember, to simply switch to a different player, press \textcircled{O} to cycle through the defensive players.

NFL Xtreme Credits

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SOFTWARE WARRANTY

989 Studios warrants to the original purchaser of this 989 Studios product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. 989 Studios agrees for a period of ninety (90) days to either repair or replace, at its option, the 989 Studios product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the 989 Studios product has arisen through abuse, unreasonable use, mistreatment, or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE 989 STUDIOS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL 989 STUDIOS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE 989 STUDIOS SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.